

POP GIRLS



MULTIVERSE TOUR!

TITLE DESIGN BY
BlueberryMuffin
@Cookiesneedlove

CREATED BY BRADFORD N. SMITH

CHARACTER DESIGNS BY
Asiah Fulmore
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PREMISE

This hardcore, nonstop thrill ride is one part *Josie and the Pussycats* and three parts *Charmed*. Unlike most modern animated series, this serialized show isn't meant to be dropped all at once, but spread out over a few weeks. Each hour long episode is split into two parts, airing a week apart, to create anticipation and suspense as each ends with the group in a classic, old-school cliffhanger. Plus, on top of featuring the iconic eco-goths in a variety of styles, battling environment-destroying monsters, there's also plenty of "meta" comedy and, of course, new, original songs!



CHARACTER DESIGNS BY ASIAH FULMORE

THORN

Lead singer/guitarist of the Hex Girls, and a practicing Wiccan. Sometimes a bit overwhelmed by the expectations of her fans, as well as her bandmates, she's become a pro at putting on a brave face and suppressing her own emotional stress. Growing up a tomboy, under the care of a single father, the lack of feminine energy in her childhood has made her cling to these girls more than anyone. She trusts this group with her life, which is in danger more often than one might expect for an eco-goth rocker, though they're well-equipped to face off against monsters of all shapes and sizes across the multiverse thanks to Thorn's book of spells. With that, she's capable of almost anything - she just doesn't know it yet.



CHARACTER DESIGN BY DYLAN B. CALEHO



CHARACTER DESIGN BY @MARSHMARSTARS

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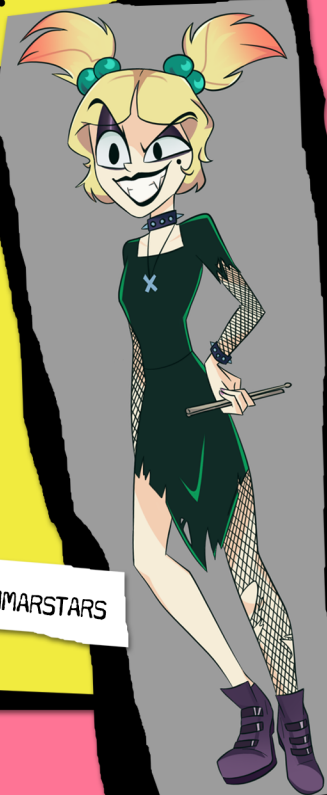


DUSK

The group's drummer and wildcard, this quirky and compulsive former foster kid is essentially a human version of Animal from *The Muppets*, at least in a handful of ways. As the youngest among the girls, she's also the most outrageous and least controllable.

Her frequent refusal to do what is asked of her is one of the biggest sources of friction in the group, though she always feels guilty when the girls are mad at her. She loves this group more than anything, despite what all the practical jokes played at their expense may suggest. Labelled the "fun one" by their fans, to the rest of society she seems a lot more like a liability than entertainment.

CHARACTER DESIGN BY @MARSHMARSTARS



LUNA

CHARACTER DESIGN BY @MARSHMARSTARS



The oldest of the girls, this keyboardist is also the most level-headed of the bunch. She keeps her expectations low and her caution high, at times going past logical to downright hovering concern. Though her approach is always one of love and compassion, any lack of forethought or organization by others can lead to her “losing her cool,” as the girls might say. And while the term ‘perfectionist’ gets a bad rap, she wears it proudly, channeling the energy into a confidence that helps her speak up when things aren’t right. Don’t get her wrong, she loves to party like any other rock goddess, she’s just going to be responsible about it and make sure everybody stays safe.



CHARACTER DESIGN BY DYLAN B. CALEHO

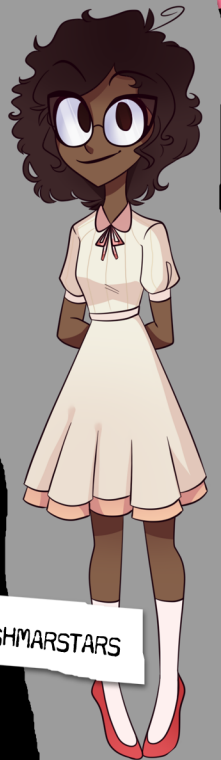
CHARACTER DESIGN BY DYLAN B. CALEHO



BLAIR

Though working on the periphery of the band, as their manager, this tech savvy teen is connected in more ways than one, as both Luna's baby sister and Dusk's best friend. Some might even give her credit for creating the Hex Girls, given she's the one who introduced Dusk to the group. Regardless, she's always by the band's side, both on stage and off. She's also, like Shaggy or Scooby, a major coward who's not afraid to let it be known that she's about to run for the door, rather than stay and fight. That's not ideal, considering she's now traveling the multiverse to track down monsters, but she's more loyal than she is scared, so don't think for a second that she'd let the girls do this without her.

CHARACTER DESIGN BY @MARSHMARSTARS



MODRON



CHARACTER DESIGN BY @MARSHMARSTARS

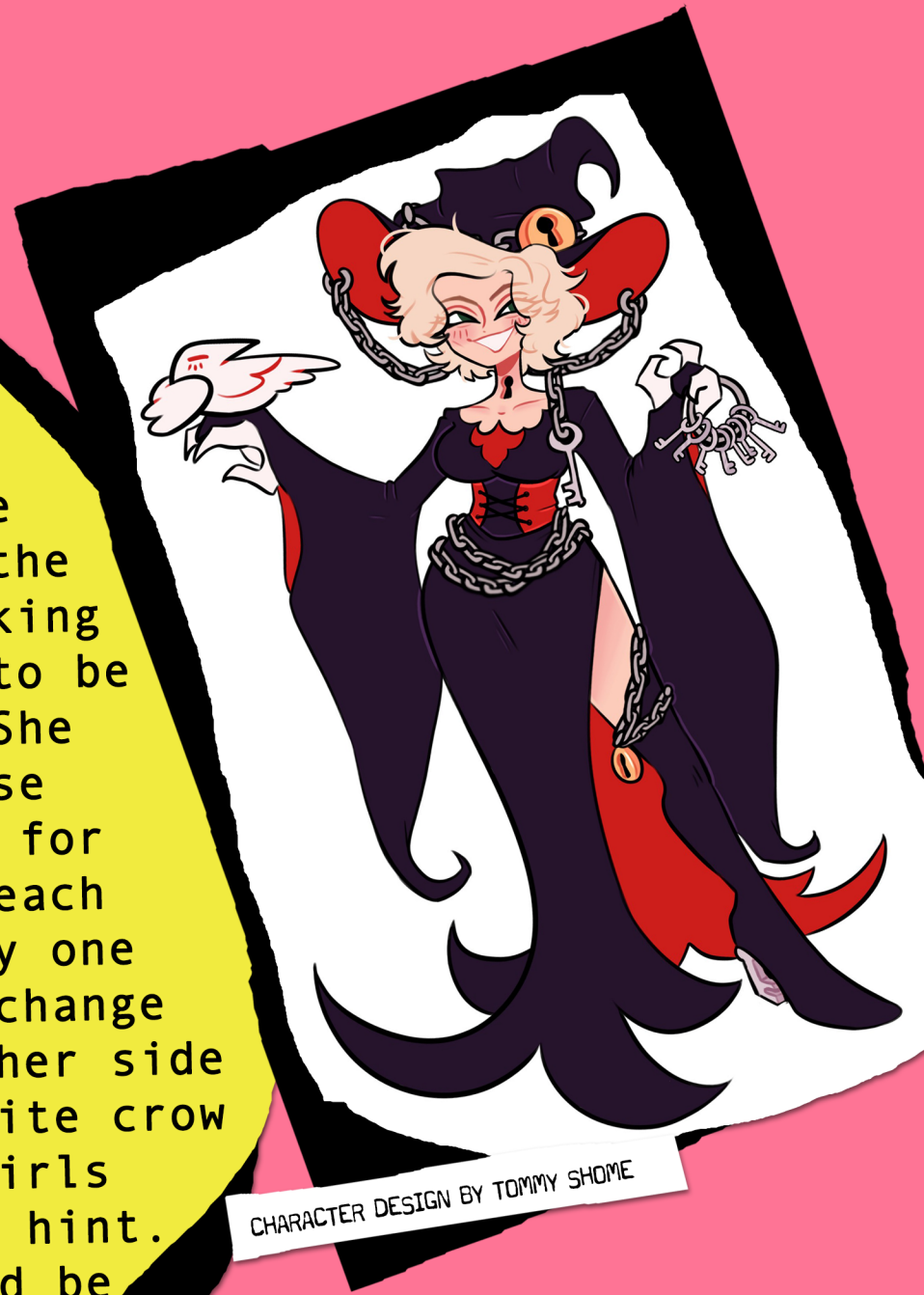
This perky fox is the only member of the Hex Girls team who isn't a woman, but he doesn't mind that one bit. Although he was adopted by Dusk, he's doted on by all the girls and a bit spoiled. Unlike Scooby-Doo, this animal has neither the ability to speak, nor a single "chicken" bone in his whole body. The only trait the two share is stubbornness. Much like Dusk, when he doesn't want to do something, he's going to fight tooth and nail to avoid doing it. That's not to say this housecat-sized little dude's not dependable - he won't let somebody get hurt - he's just not going to go that extra mile if it will be an inconvenience for him.



CHARACTER DESIGN BY DYLAN B. CALEHO

GUARDIAN OF THE HALL

A mystical sage who knows all but won't tell. Her role is to wander the hallway of the multiverse, unlocking and peeking through doors along the way, to be sure all is as it should be. She alone holds the keys to traverse these doors and is responsible for guiding the Hex Girls between each universe, though she's the only one who's unaffected by the style change that the others experience. By her side through it all, is Aradia, a white crow who delivers messages to the girls when she needs to drop them a hint. In a perfect world she would be voiced by rock legend, Debbie Harry.



CHARACTER DESIGN BY TOMMY SHOME

PHYSICS



HALLWAY OF THE MULTIVERSE

With all the talk about multiverses with Marvel's *Loki* and their upcoming films, it seems crucial to explain how this series will function... And really the only way to explain it is to say that it couldn't care less about timelines or science. The multiverse here is a hallway of locked doors. A very bland, office style hall with fluorescent lights and doors that just happen to lead into separate universes, where the style of animation is completely unique and different. Maybe you walk through one and look like a claymation creation, but another would leave you looking like a *Johnny Bravo* character. Outside of the multiverse's layout, this series treats the type of supernatural elements from *Scooby-Doo* and *the Witch's Ghost* as real, though it manifests in different forms, depending on the universe.

Bow To The Beast : Part 1

The girls are dropped into a 90's era anime city, overrun by an assortment of evils, though none of which are the one they've been sent there for. Stressed by the amount of work they're having to put in for nothing, Dusk ventures off alone to enjoy this new world. Unfortunately, her reckless fun leads to an unwilling entry into a high stakes street race she'll be lucky to escape with her life.

Bow To The Beast : Part 2

After failing to destroy their target - a giant, tentacled beast polluting the city with garbage - Blair realizes Dusk is the missing piece of the puzzle and sets off to find her. Unaware of her sister's plan, Luna panics over her disappearance and turns to some shady characters that offer a quick way to find her... a high-tech mecha suit.

SEASON OVERVIEW

Wired Wrong : PART 1

With Thorn and Luna still furious over her actions in the last universe, Dusk struggles to make amends when they drop into a black & white universe where music and sound effects are all anybody can hear. Adding to the trouble is this world's unique trait of giving life to inanimate objects, which sends the girls' instruments running off and has them split on whether to track them down or do what they came there for. Thinking she can remedy the problems with magic, Thorn tests spells she thinks can give them a voice.

Wired Wrong : Part 2

After splitting up, half the group discovers a steampunk robot polluting this universe's air, but can't seem to get close to it without struggling to breathe. Meanwhile, Luna and Blair track their instruments to the junkyard of a nasty collector holding them prisoner.

SEASON OVERVIEW

Teams of Terror : PART 1

Arriving in a medieval video game universe, the girls are quick to discover you can't do anything without coins. Having yet to apologize, Dusk volunteers to take on all the band's side quests to help, but soon has a change in motive when she discovers a cheat code. Luna, on the other hand, worries over their newly acquired "health bars" and tries to convince Thorn to have the Guardian of the Hall get them out after she finds out how fragile lives here truly are.

Teams of Terror : PART 2

With neither of her bandmates on board, Thorn takes Modron to stop a dragon which has been decimating the universe's animal populations. Unfortunately, having achieved the universe's highest score by cheating, Dusk doesn't join the fight until she begins experiencing some glitchy repercussions.

SEASON OVERVIEW

Deliver The Dead : PART 1

The Hex Girls are stunned and disgusted when they're booked to perform at a palace, in a CGI world, where three princes obsessively fawn over them. Adding to the madness, this universe grants Modron - like all other animals - the ability to speak, which he uses to do nothing but complain. So, when Dusk befriends a charming moose, the fox decides to officially part ways with the group.

Deliver The Dead : PART 2

Escaping the chaos of the royals, the girls stumble across a horde of zombies responsible for the universe's rampant deforestation and realize they're going to need backup. In order to build a big enough team however, they learn they'll need to end a centuries long feud between the townsfolk and woodland creatures so they'll work together.

SEASON OVERVIEW

Villainous Veins : PART 1

Modron's guilt over his previous attitude with the girls takes an ugly turn when those feelings transform him into a monster in a gritty, noir comic book universe where it always seems to be night. Luckily, the girls find a team of heroes who can help, while also discovering they have powers of their own! But since "with great power comes with great responsibility" they quickly find themselves working other cases first.

Villainous Veins : PART 2

Helping the heroes fight crime is one thing, but it soon becomes clear the girls are being kept around to help with their personal squabbles. Deciding their only option is to leave, the girls are forced to stay when the heroes kidnap Blair as leverage. However, when Modron is tracked to a mining facility, where he's teamed up with a sludge monster contaminating the area, the heroes are quick to leave the trio to fend for themselves.

SEASON OVERVIEW

I'm A Hex Girl! : PART 1

Finding themselves in a 70s Hanna-Barbera style world, populated with humans and anthropomorphic animals alike, the group has trouble finding anything wrong. Worried the others are entranced by this "perfect" city, Blair takes Modron to get to the bottom of things. Unfortunately, this suspicion makes them the target of the mayor, who's public image differs greatly from the truth.

I'm A Hex Girl! : PART 2

Without Thorn, Luna or Dusk, Blair faces her fears and ventures into a haunted amusement park where a monster has been contaminating the universe's water supply. While she's handling that very *Scooby-Doo* like mystery, a visit from Aradia helps Thorn escape the spell she's under and puts her back on course to save her friends and the rest of the city.

SEASON OVERVIEW

FUTURE



GORILLAZ

This series has potential for a long run, with a wide array of animation styles and adventures providing the opportunity for a program as visually surprising and fun as it is entertaining. Once the show has found its footing, it would use its unique premise to cross over with other animated, musical universes, like with the Gorillaz or *Hi Hi Puffy AmiYumi*. Additionally, as Hex Girls fans have already been asking for it, it would be worth considering the production of an official Hex Girls album release, on digital, CD and vinyl, containing the original classics as well as new material from this series.

HI HI PUFFY AMIYUMI

